

Clean Copy of Allowed Claims

10. A method of enhancing a user task model by an evolutionary learning process for management of man- machine interaction with a computer, comprising the steps of:

identifying a current state of a user in his task on the basis of an existing user task model implemented on a computer;

identifying events causing a change of state of the user;

identifying a user interaction with the computer performed by the user to manage an event occurring during the change of state of the user;

before each interaction is performed by the user, adding a list of constraints and conditions necessary for triggering the interaction, to the user task model; and

after each interaction performed by the user, adding outputs that this interaction should provide according to results of the interaction which should be presented to the user as feedback, to the user task model.

11. Canceled.

12. Canceled.

13. The method according to claim 10, further comprising providing an abstraction of actions of the user as high-level events using an external module.

14. The method according to claim 10, further comprising modifying the user task model in real time, based on the additions made and generating an enhanced user task model.

15. The method according to claim 14, further comprising modifying the interaction with the user in real time, using the enhanced user task model.

16. The method according to claim 14, further comprising performing learning based upon a user interaction, according to the enhanced user task model using a learning module.

17. The method according to claim 14, further comprising deriving man-machine interface service specifications from the enhanced user task model.

18. The method according to claim 10, wherein an initial task model is provided by an expert.